Swaraj Kumar Swain

UNITY GAME DEVELOPER

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DESCRIPTION

Motivated Unity Game Developer with strong technical skills and a problem-solving mindset. Experienced in creating immersive games for PC, mobile, and VR platforms, with expertise in UI/UX design. Seeking opportunities to apply and grow my abilities in a dynamic, creative team environment.

SKILLS

- AR & VR
- UI & UX
- Game prototypes
- Performance optimization
- Version controlling

Work Experiences

CXR.Agency **(Mar 2024 – Present)**
Unity VR Developer

- Developed VR projects, creating immersive experiences for platforms like Meta Quest 3 and Oculus using Unity and Oculus SDK.
- Developed and optimized VR modules with engaging UI/UX designs, incorporating real-time feedback.
- Collaborated with designers and clients to meet project goals and deadlines.
- Applied advanced shader development and plugin implementation to improve visual quality and interactivity.

Fabzen Technologies **(Mar 2023 – Jan 2024)**
Unity Game Developer

- Developed 2D games for PC and mobile using Unity 3D.
- Applied debugging techniques to resolve code errors.
- Collaborated with game designers, artists, and testers to ensure product quality.

Metaversal **(Sep 2022 – Feb 2023)**
Unity Developer

- Developed within a VR environment and optimized SDK code.
- Enhanced operations and delivered superior user experiences.
- Resolved technical issues using critical thinking and innovative solutions.

Knowledge Lens **(Aug 2021 – May 2022)**
UI Developer

- Worked on UI development using Angular; handled server deployments with Docker and REST APIs.

SOFTWARE TOOLS

- **Programming Languages:**
  C#, C++

- **Game Engines:**
  Unity Engine

- **Architectures:**
  Dependency injection (Strange IOC), API's

- **Version Control:**
  GitHub, Plastic

- **Multiplayer:**
  Basic Photon

- **Plugins:**
  Firebase, PlayFab, Tween, Admob

EDUCATION

B.Tech in Computer Science & Engineering
Institute of Technical Education & Research, Bhubaneswar

- Year of Graduation: 2020 | Marks: 6.5

Senior Secondary (XII), Science
Sri Aurobindo Science College, Cuttack

- Year of Graduation: 2016 | Marks: 68.3%

PROJECTS

Richement (Watch Disassembly and Reassembly VR Experience):

- Designed a virtual reality experience simulating a watch disassembly and repair process with intuitive visual and auditory feedback using Meta Quest 3 controllers.

- Technologies: Unity, Oculus SDK, Visual Studio, Figma

- Role: UI Implementation, Animations, Shader Development

OSU Gastrointestinal VR Experience:

- Developed VR modules for educating gastrointestinal cancer patients, incorporating learning and meditation modules to improve quality of life.

- Technologies: Unity, C#, VR, Visual Studio, Figma

- Role: UI Implementation, Animations, Plugin Development

RoboRag Swings:

- Developed a dynamic hero game with a ragdoll navigating urban landscapes, performing acrobatic stunts.

- Technologies: Unity, Visual Studio, Firebase, PlayFab, Admob

- Role: Gameplay, UI Implementation, Animations

Skill Patti Empire:

- Built a real-money board game app with multiplayer capabilities and socket integration.

- Technologies: Unity, Visual Studio, Firebase, AppsFlyer

- Role: Gameplay, UI Implementation, Animations